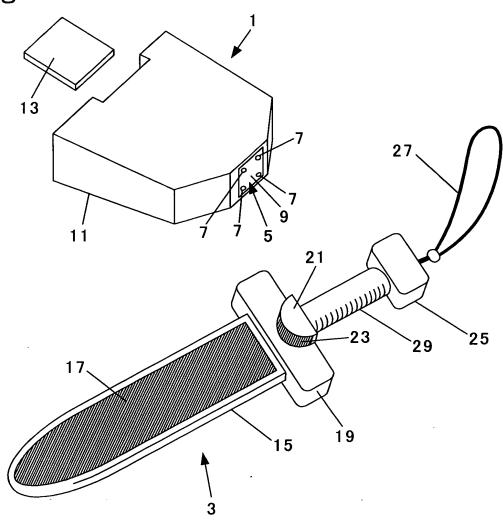
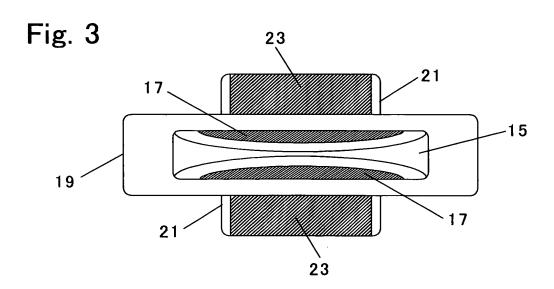


Fig. 2





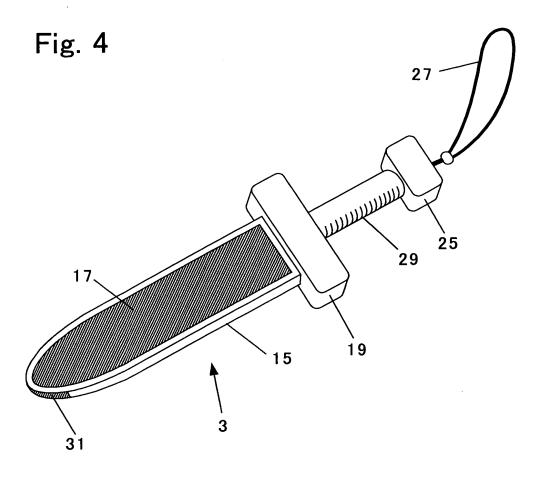


Fig. 5

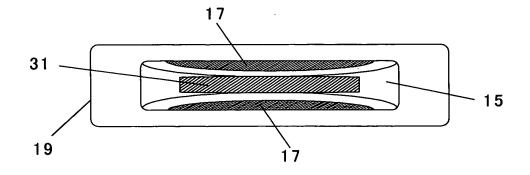
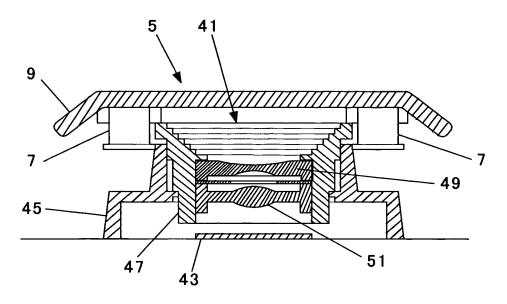
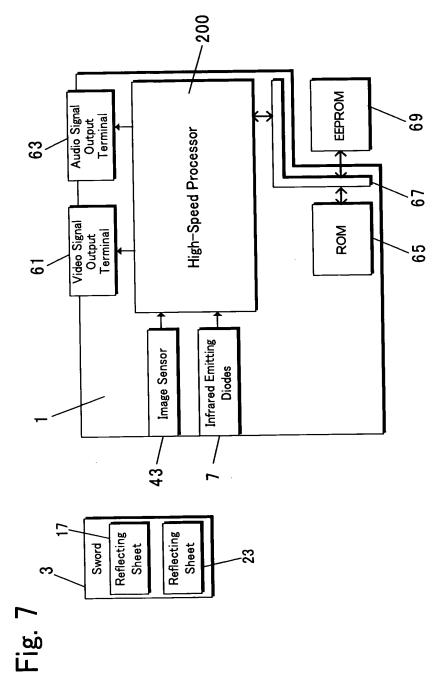


Fig. 6

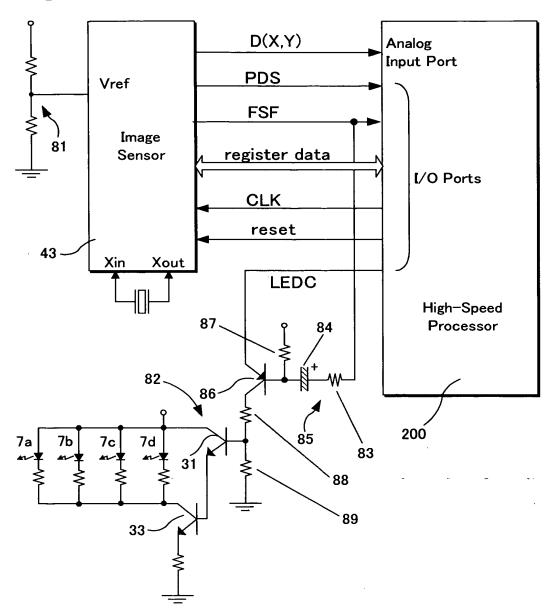


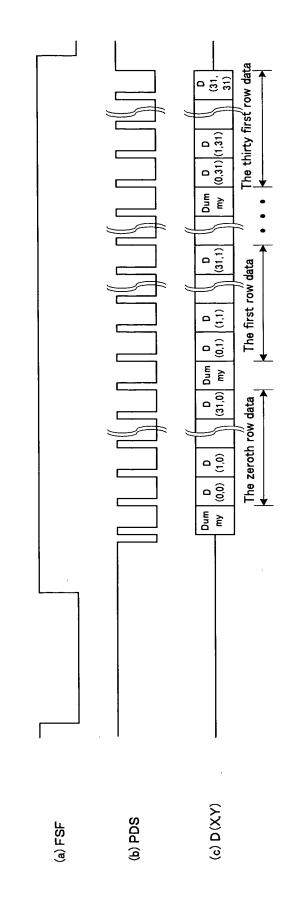


67 **5**00 217 Low Voltage PLL Circuit Detection Circuit 215 227 External Memory Interface Circuit -219 212 226~ Clock Driver -228 213 -202 .205 225 -203 -204 201 Arbiter Circuit Arbiter Circuit Second Bus Graphics Processor Sound Processor DMA Controller First Bus S D 206 222 220 DRAM Refresh Control Circuit 209 Input/Output Control Circuit 708 210 Timer Circuit **707** Internal Memory ADC 211

Fig. 8

Fig. 9





Story "E" Battle Swing Correction

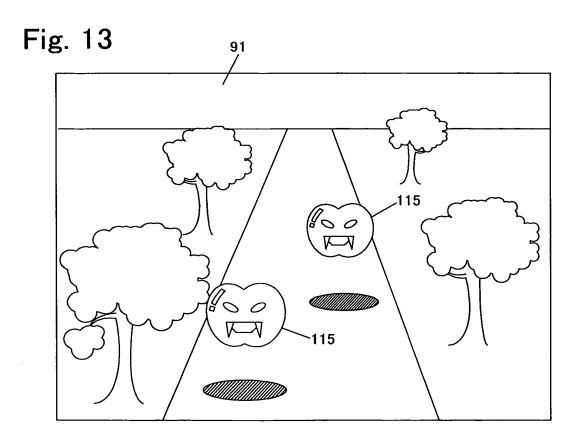


Fig. 14
91
117

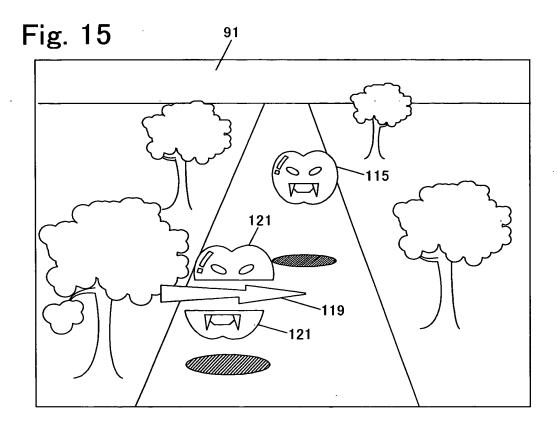


Fig. 16

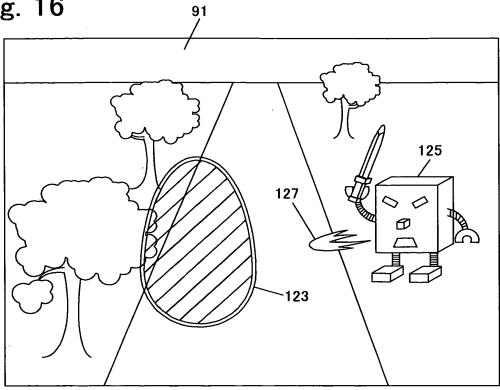
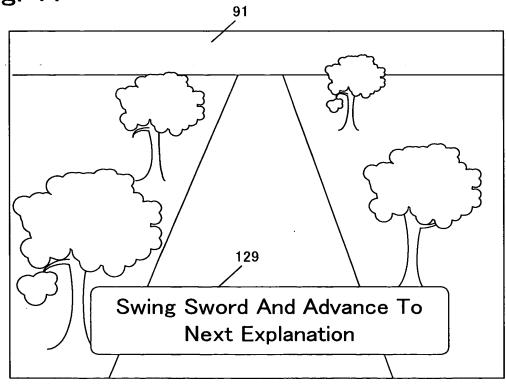
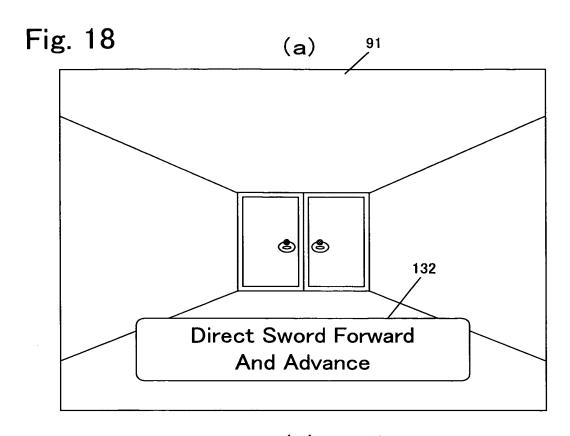
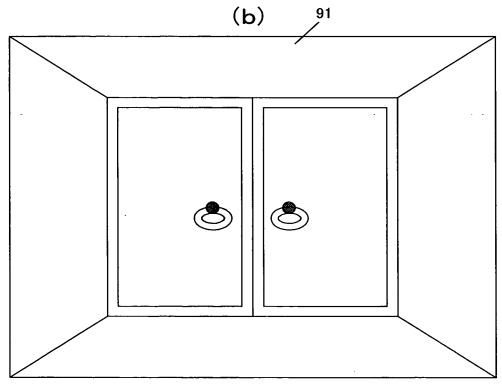


Fig. 17







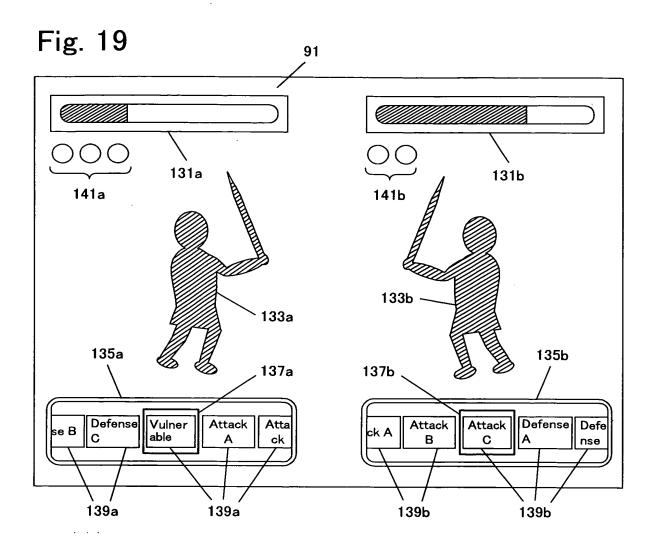


Fig. 20

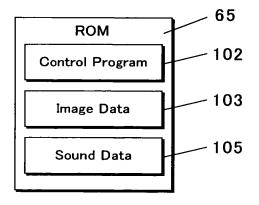


Fig. 21

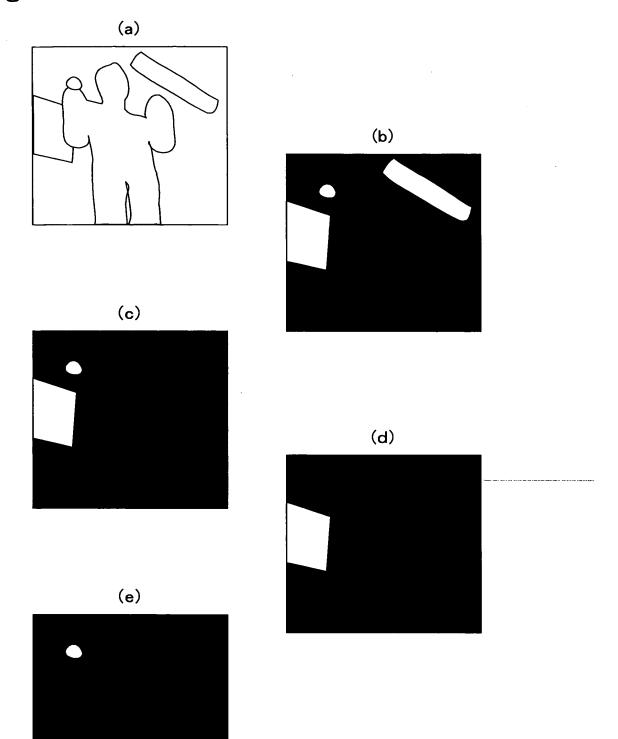


Fig. 22

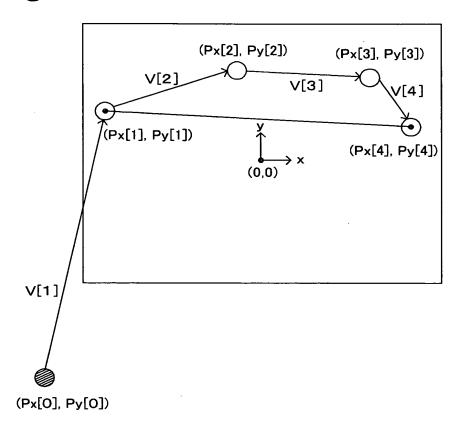


Fig. 23

(a)

Angle Flag	Angle		
00	Reset		
01	Horizontal (180degrees)		
10	Vertical (90degrees)		
11	Diagonal (45degrees)		

(b)

x-Direction Flag	Sign	
00	Reset	
01	Positive	
10	Negative	

y-Direction Flag	Sign	
00	Reset	
01	Positive	
10	Negative	

(c)

Angle Flag	x-Direction Flag	y-Direction Flag	Swing Information	
01	01		AO (Horizontal,Positive)	
01	10		A 1 (Horizontal,Negative)	
10		01	A2(Vertical,Positive)	
10		10	A3 (Vertical,Negative)	
11	01	01	A4 (Diagonal, UpperRight)	
11	01	10	A5 (Diagonal, LowerRight)	
11	10	01	A6 (Diagonal, UpperLeft)	
11	10	10	A7 (Diagonal, LowerLeft)	

Fig. 24

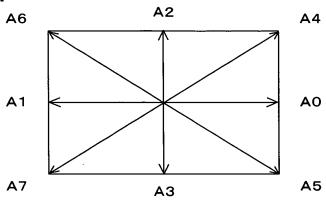


Fig. 25

Swing Information	Animation Table Storage Location Information
A0, A1	address 0
A2, A3	address 1
A4, A7	address 2
A5, A6	address 3

Fig. 26

address 0	Image Storage Location	Picture Specifying	Duration Frame Number	Size
	- a0	1	1	axb Pixels
	-	2	1	
		•		1
address 1		13	1 .	
	a1	1	1	axb Pixels
		2	1	
	1			1
		:		
		13	1 .	
-	•	•	•	•
•	•	-	•	•
-	•	•	•	•

Fig. 27

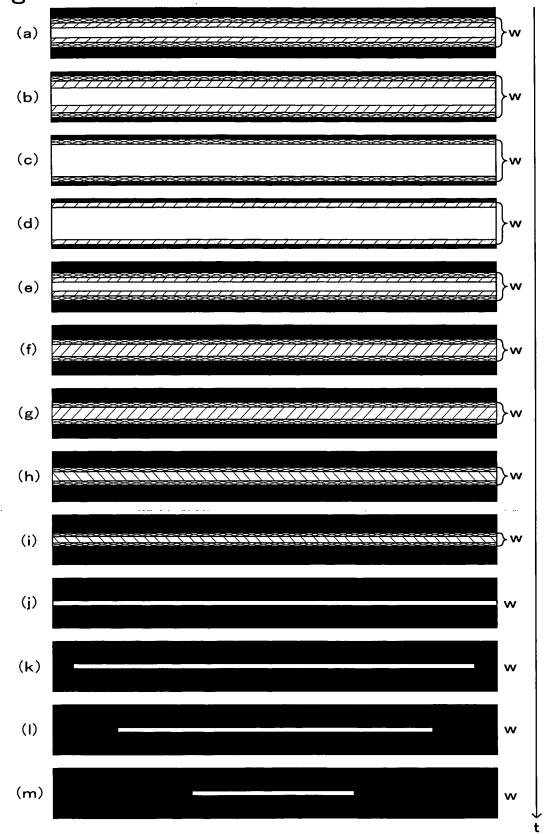


Fig. <u>28</u>

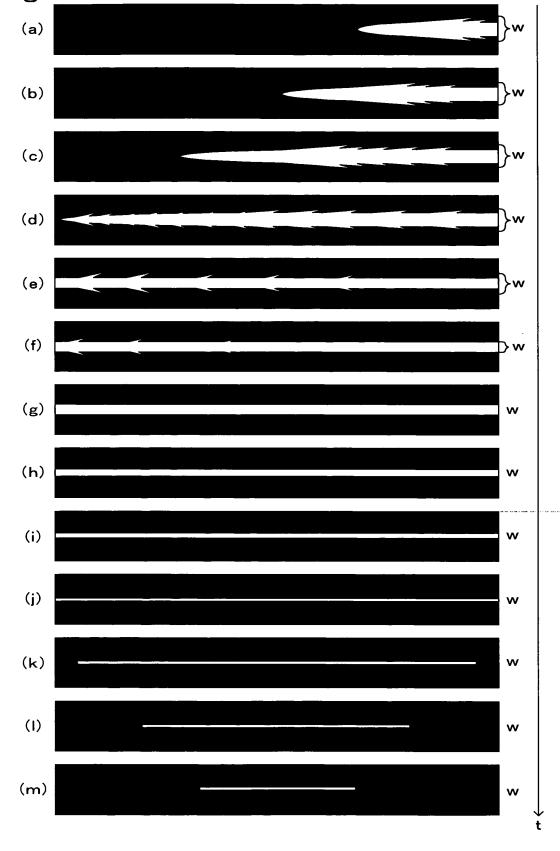
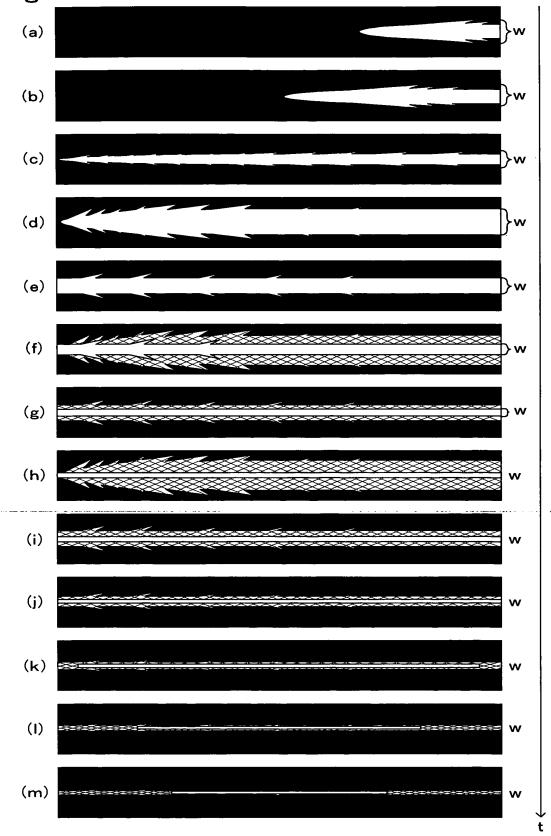
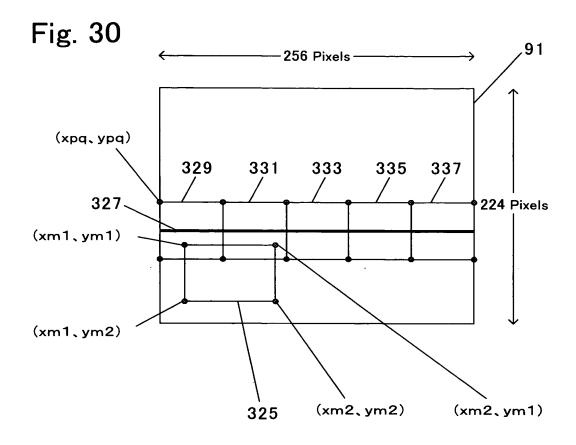
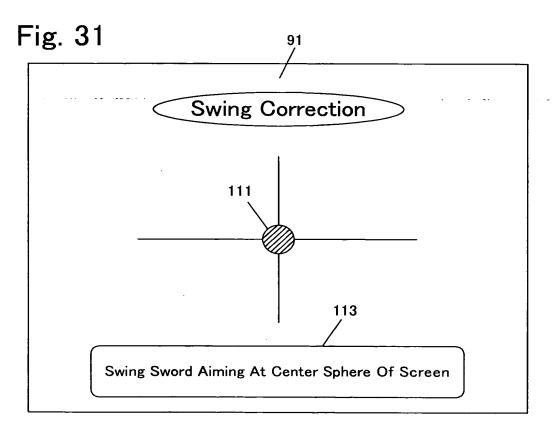


Fig. 29







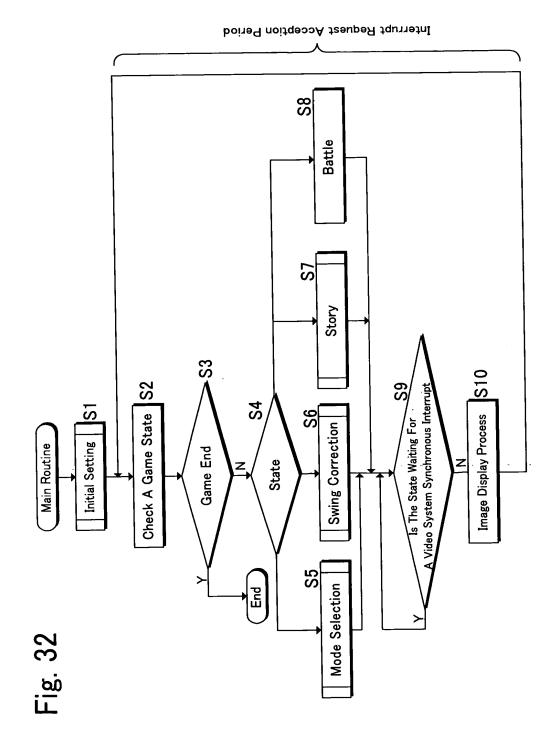


Fig. 33

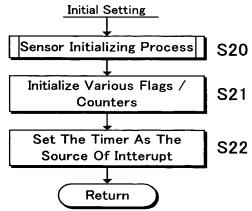


Fig. 34

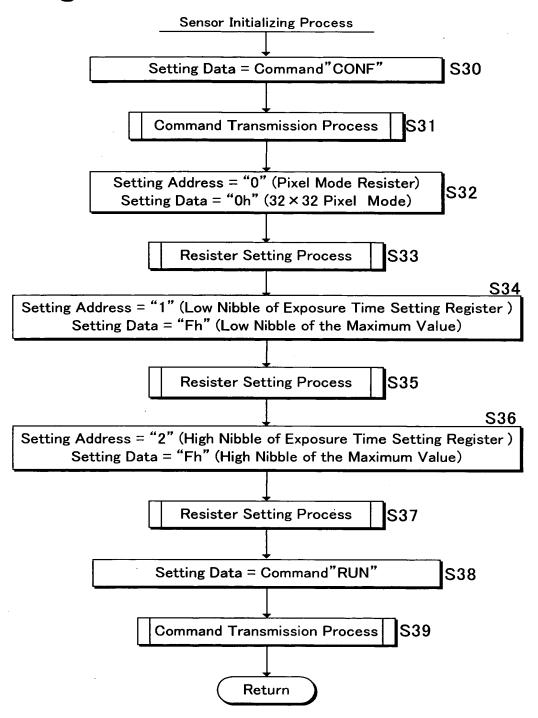
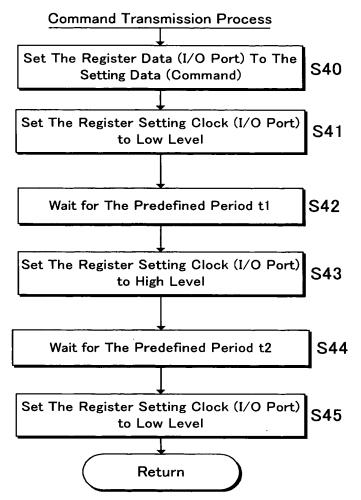


Fig. 35



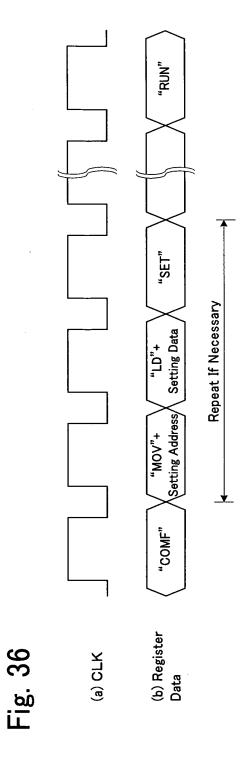


Fig. 37

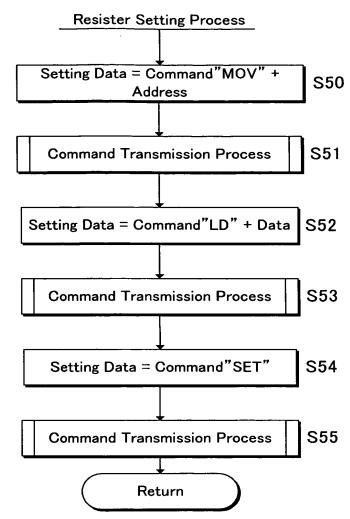


Fig. 38

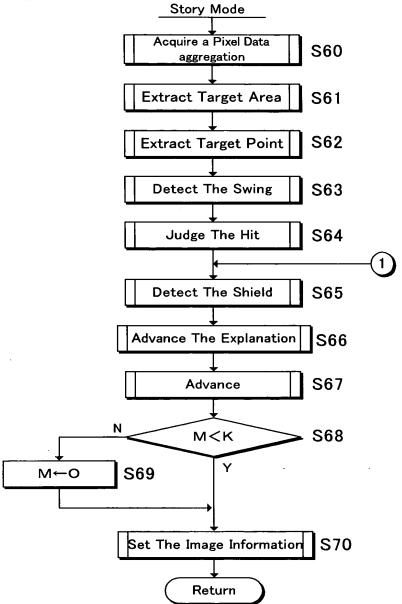


Fig. 39

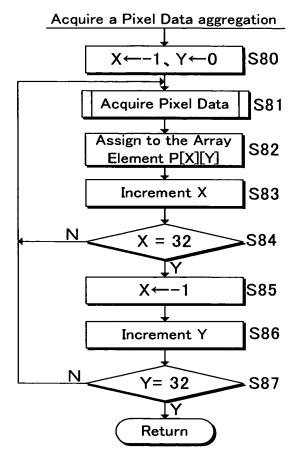
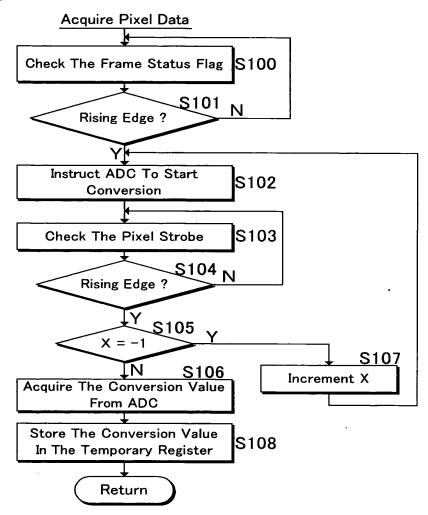


Fig. 40





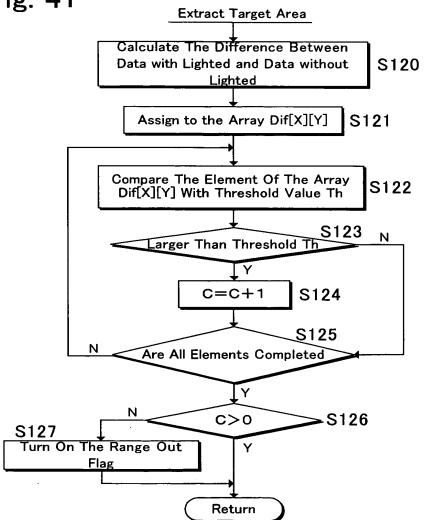
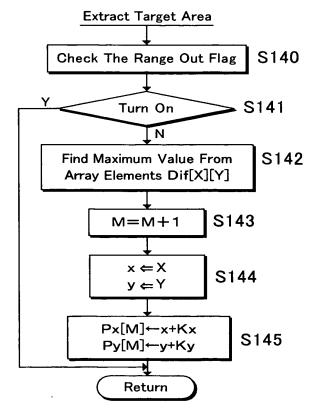
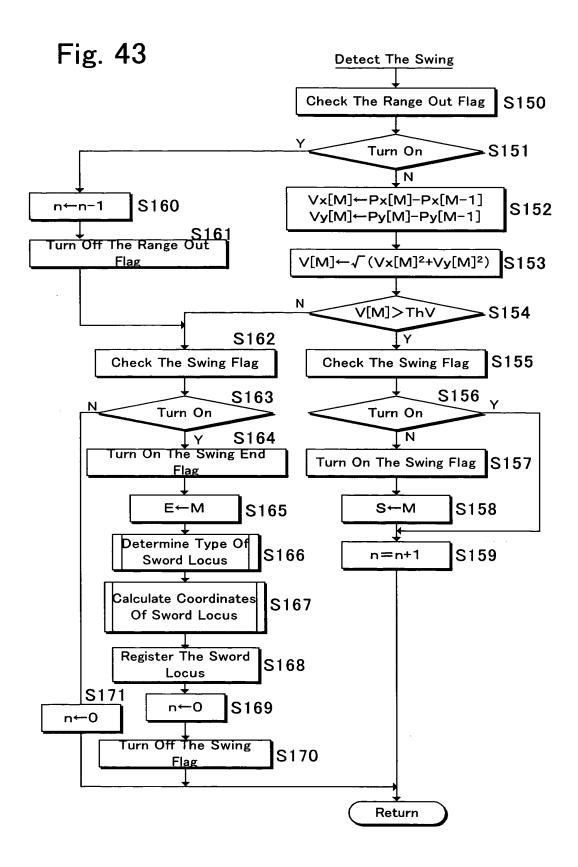
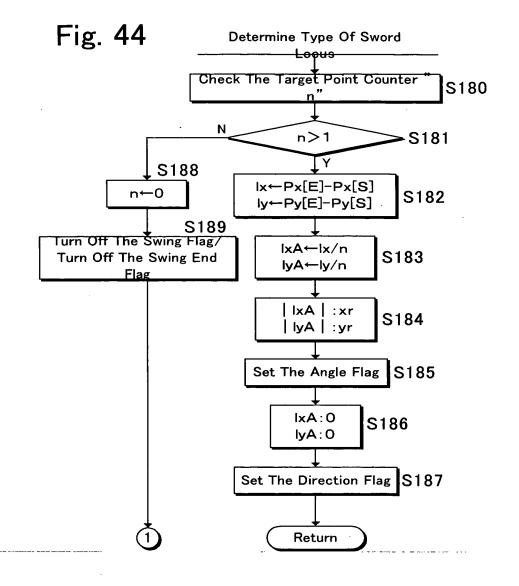
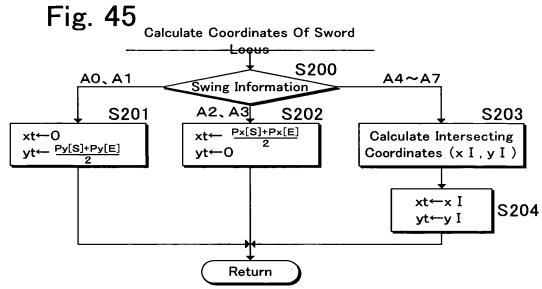


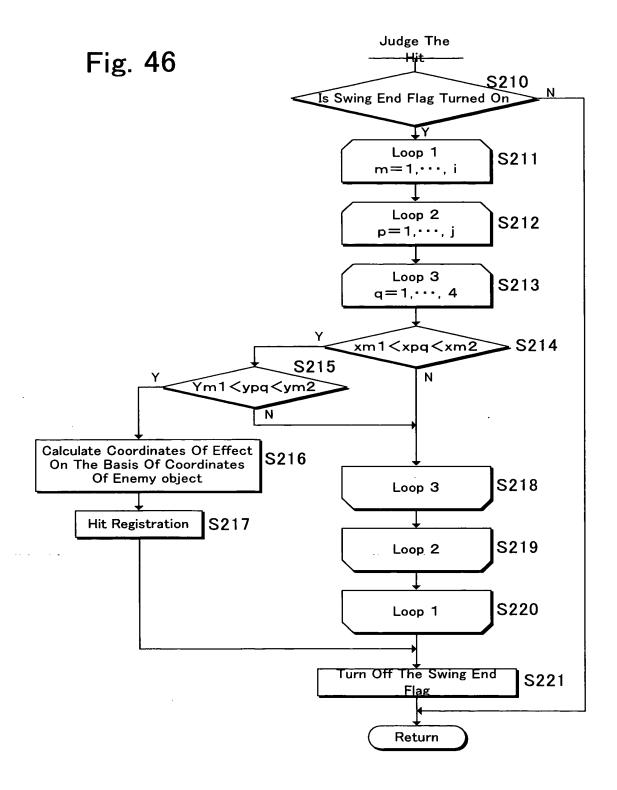
Fig. 42











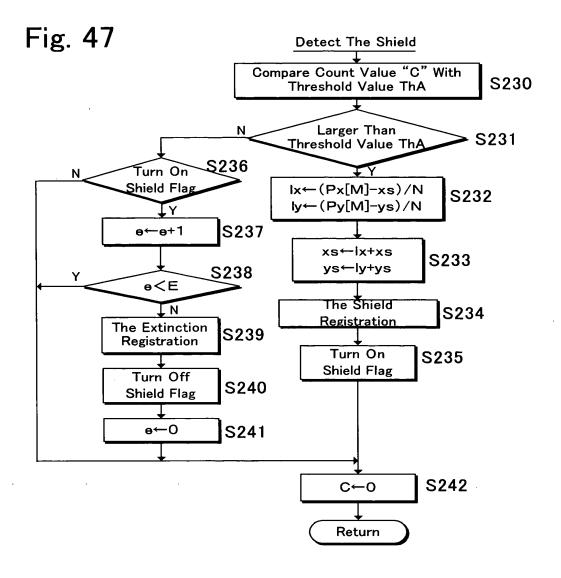
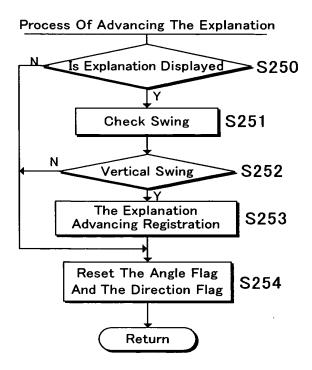
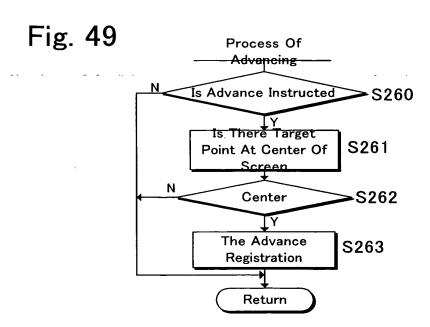


Fig. 48





Set The Image
Information

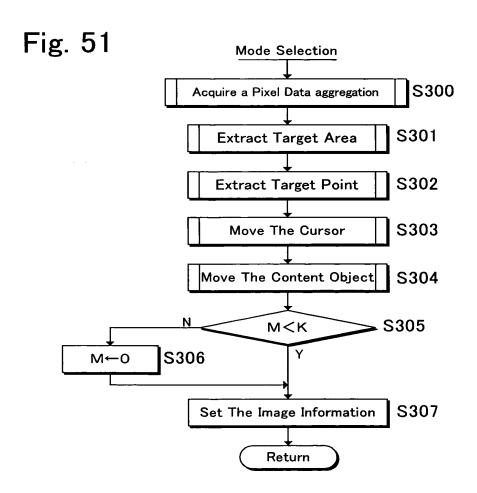
Set The Sword Locus

Set The Effect

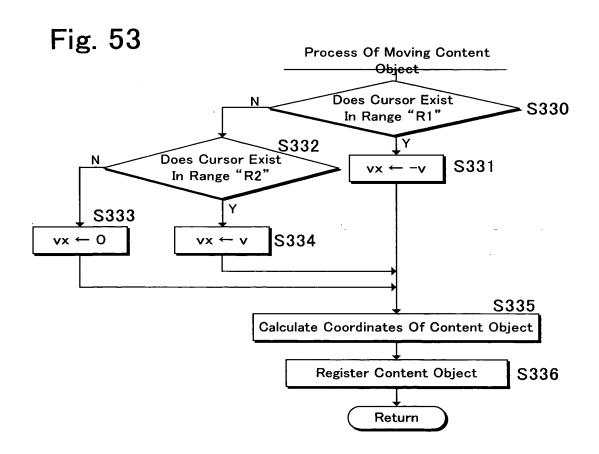
Set The Shield

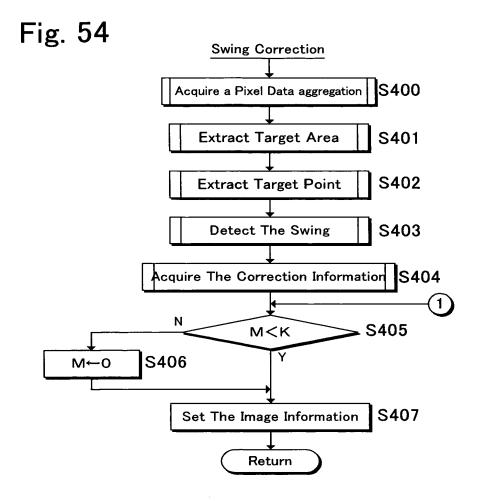
Set Other Objects

Return



Process Of Moving
Cursor
Calculate Coordinates Of Cursor
Register The Cursor
S320
Return





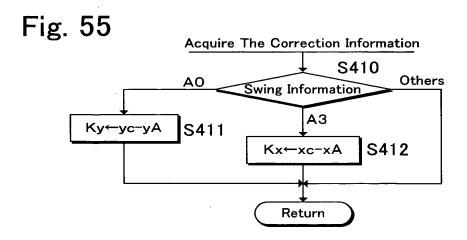


Fig. 56

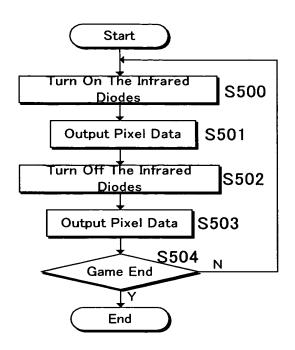
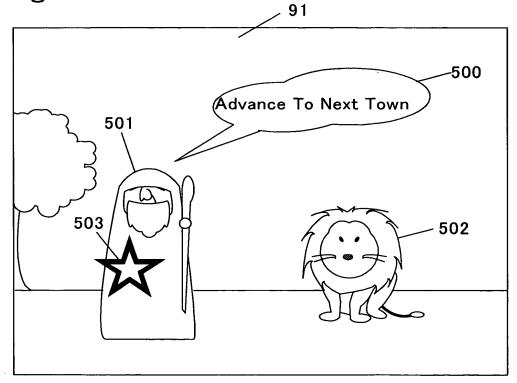
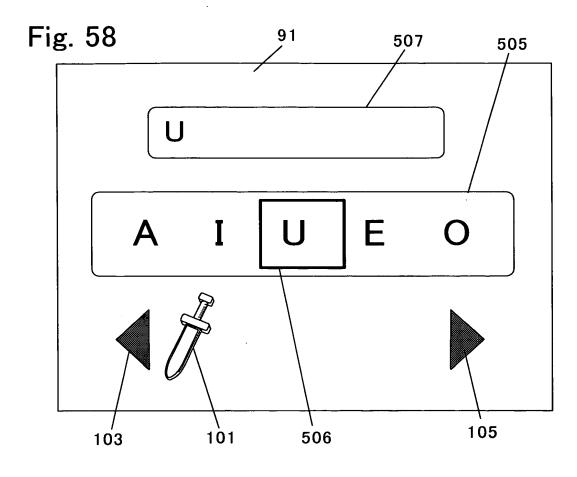
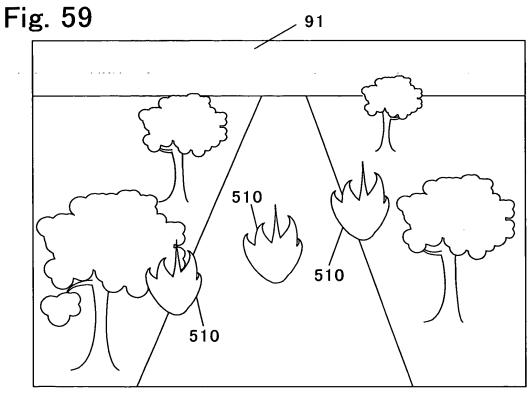


Fig. 57







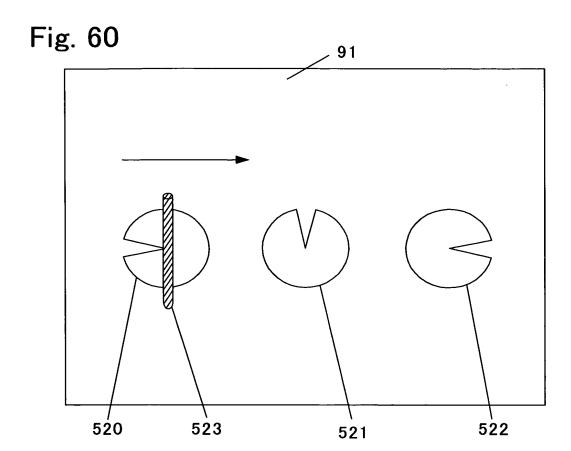


Fig. 61

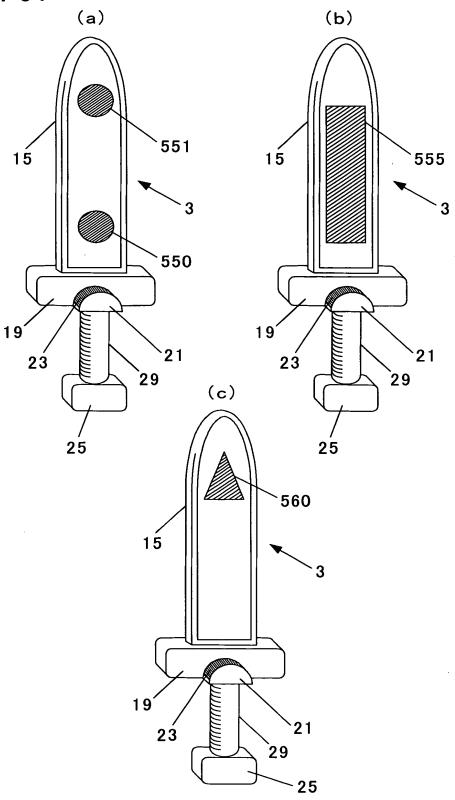


Fig. 62

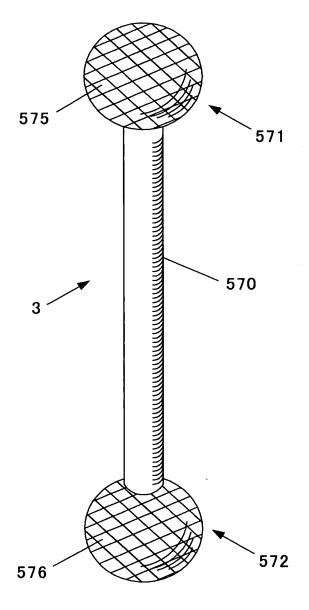


Fig. 63

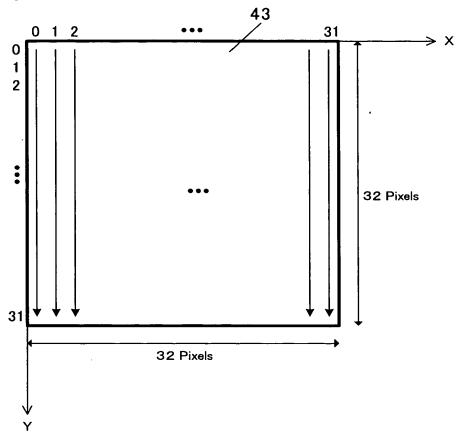


Fig. 64

Х	0	•••	6	7	8	9	10	11	•••	20	21	22	23	24	25	•••	31
max	0	•••	0	199	200	221	212	0	• • •	0	189	200	199	195	0	• • •	0
Υ	*	•••	*	8	9	9	10	*	•••	*	10	10	9	11	*	•••	*

Fig. 65

